

```

ALL 17845 DIM I(1) PRINT "INSTRUCTIONS? (Y/N)"
GOSUB 4880 DIM J(20,3) PRINT "JUST A MOMENT WHILE"
RAM CHIPS.": PRINT : PRINT GOSUB FOR J=1 TO 20 NEA
: NEXT J: NEXT J0 DATA 2,5,0,1,3,10,2,4,12,3,5,14,1,4,6
,9,8,10,18,2,9,11P DATA 10,12,19,3,11,13,12,14,20,4,13,15
J0,7,16,18,9,17,19,11,10,20,13,14,19 DIM L(6) DIM M(6) FL
=(200 RND (0)+1)*M(J)=L(J)P NEXT J NEXT J FOR J=1 TO 6 FOR K=0
330 IF L(J)=L(K) THEN 2400 NEXT K0 NEXT J:W=500+L(1) NEXT PR
.PUS" PRINT "
GOSUB 11000 GOSUB 12900 IF D=1 THE
HEN 5100 GOSUB 1370 GOSUB IF F=0 THEN 420 NEXT GOTO 530 GOSUB 18
N 4200 IF F=0 THEN 5800 PRINT "DUMMY, YOU LOSE--WUMPII JUST LOVE
500 GOSUB PRINT "O.K. HOTSHOT, THE WUMPII WILL GET THEIR REVENGE
T "WUMPII SPIRITS WILL HAUNT YOU UNTIL THEN..." FOR J=1 TO 6L(J)=
PRINT "SAME SET UP" (Y-N)0 INPUT I0 IF I0="Y" THEN 2400 GOTO 360
T "WELCOME TO "HUNT "HE WUMPII" NEXT PRINT "E WUMPIUS LIVES IN A
ENTY ROOMS "EACH" M HAS 3 TUNNELS LEADING I "OTHER" PRINT "ROO
T A DUODECA- ON TO SEE HOW THIS WORKS. YOU DON'T KNOW WH
"DECADED" K SOMEONE."0 GOSUB 2200: PRI. PRINT 0 PRINT
"OTT" -THERE ARE TWO OF THESE. F "TO ONE AND
"CHINA "SUPER BATS--TWO OTHER ROOMS VE SUPER BAT
"BAT 6. U TO SOME OTHER ROOM AT RAND SUB PRINT
"UNLESSOHL SUB 2200: PRINT : PRINT PRINT "THI
"RED BY E HAZARDS (HE HAS SUCKER FEET A "O BIG FOR
PRINT "USUALLY HE IS ASLEEP. TWO THINGS WA I HIM UP,
HIS ROOM OR SHOOTING AN ARROW.P PRINT "IF THE I MPUS WAKE
ONE ROOM, OR STAYS WHEREHE IS (P=25). AFTERTH IF HEI
"HE EATS YOU UP (AND YOU LOSE)".NEXT GOSUB 22I "PRIN
PRINT "EACH TURN YOU MAY MOVE OR SHOOT A CROO W. MOV
ROOM (THROUGH ONE TUNNEL." 0 PRINT T. YOU
WHEN YOU RUN OUT YOU LOSE. CH ARROW CAN ONE TH
"PRINT : PRINT : GOSUB 22. PRINT "YOU AIP LING TH
"IS YOU WANT THE ARROW TO GO. THE ARROW CA P PRIN
TUNNEL) IT MOVES AT RANDOM I THE NEXT IF THE
WUMPIUS, "WIN" NEXT PRINT "IF THE ARR S YOU, Y
PRINT "WARNINGS" PRINT "WHEN YOU ARE COM AWAY
HE COMPUTER SAYS:0 PRINT "WUMF I SMELL A
EARBY"0 PRINT "BIT--I FEEL A DRAFT RINT : PR
J=2 TO 6 FOR K=1 TO 30 IF 50L(1), J) THEN I
THEN 1190: IF J=4 THEN 1190: IF J=5 : 210: IF
A WUMPIUS" GOSUB GOTO 1200 NEXT F "I FEEL A
EARBY" NEXT K1 NEXT J0 PRINT "Y E IN ROOM "
TUNNELS LEAD TO :S(0,1),S(0,2),S(0,3) PRINT p R "A NEXT INPU
MOVE (S-M)",I4 IF I0="0" THEN 1340 O=10 RETURN 9 0<="M" THEN 12
RN p REM ARROW ROUTINE GOSUB F=0 DIM P(S) INPU NUMBER OF ROOMS
P J9<1 THEN 1410: IF J9<5 THEN 14100 FOR K=1 TO INPUT "ROOM W",F
THEN 1510 GOSUB IF P(K)0P(K-2) THEN 1510 NE PRINT "ARROWS ARE
310--BE REALISTIC." GOTO 1450 NEXT K00=L(1)0 FOR K=1 TO J9P FOR K1=
2,K1)=P(K) THEN 17200 NEXT K1 NEXT O=S(0, INT (30 AND (0)+1)) GOTO
PRINT "MISSED"0=L(1)P GOSUB 10100 REM A=A-1 GOSUB IF A=0 THEN
RETURN D=P(K)0 IF O<L(2) THEN 17000 PRINT "AHA! YOU GOT THE WU
TURN p IF O<L(1) THEN 1610 GOSUB PRINT "DUCK!!" ARROW GOT YOU."
O= INT (40 AND (0)+1) IF K=4 THEN 18400L(2)=S(L(2),K)0 IF L(2)<
INT "WUMPIUS GOT YAY!!" DUMMY"=-Ip RETURN NEXT F=0 PRINT "O.K
"INPUT 0 IF O<1 THEN 1900: IF O<20 THEN 19000 FOR K=1 TO 30 I
010 NEXT P0 IF O<L(1) THEN 2010 GOSUB PRINT "ARE YOU FOR F
SIBLE" NEXT GOTO 1900 L(1)=0 0 IF O<L(2) THEN 2100 0 F
INTO A WUMPII!" GOSUB 1010 p IF P=0 THEN 2100 GOSUB
IF O<4) THEN 2150: PRINT "A PIT!!"CHINA HERE I F
O<L(5) THEN IF O<L(6) THEN 2190: PRINT "SUP
(200 RND (0)+1) GOSUB GOTO 2010 NEXT P
"11" NEXT I0 RETURN "P END

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IM-1 MILLION
IN A

October 1983

Page 2

Well here is almost the end of another year and we here at the club hope that everything has been going well with everybody out there. We have had a lot of fun doing the letter this year plan on continuing next year with the new EDITORS George and Susan BAKER. If you have not sent in your Renewal FORM for next year you had better hurry because by the time you read this you will only have a very short time left to get the discount.

IMPORTANT MESSAGE

Next month (November) we will combine the November and December issue and mail it out around the second week of November. Our primary reason for doing this is to try and avoid the Christmas rush, the BULK rate material would be the last to move and it would greatly delay getting it. Hope this does not cause any problems with anybody out there.

From Thomas Fairbairn

Thomas has sent in a set of the plans for converting the IM-1 to be used with a monitor. Because of the difficulty of printing the drawings we will have it available through the CLUB. Due to the cost of printing it will cost \$2.00, this includes postage.

From Bill Bowman

Bill is concerned about the CLUB changes that will occur on the First of January. Well let me assure you that we are not going to leave the CLUB we are just changing the way things will be done. We will still be here helping George and Susan to improve the IM-1 in a MILLION. We will still be offering the servicing for the IM-1 and as we find any new hardware we will let everybody know.

Q? Is there a program available that would be a close substitute for APP's Checkbook/Budget Mgr that can be used with the disc?

A. A couple of month's ago we published a LEDGER program which could be changed to do this if you are interested, right now that is the only thing I have. This would be a great time to put out a call to the members out there that have modified the TAPE programs to allow use of the DISC drive. If they would send them in to the CLUB I am sure they could be published.

Q? In line 3188 of the ANIMALS program there is no line 3848 for it to GOTO '1'

A. You found one of our BOBO's, just change 3848 to 3888 on line 3188.

Hey folks out there we have had a very interesting letter from Thomas Fairbairn. He tells us that he is working on LOADABLE language card and would be interested to know how many of the members would be **INTERESTED?** Let us know and we will pass it along. Here is what he is trying to do, it will be a loadable RAM card which takes the place of the BASIC INTERPRTER and would allow you to load a special LANGUAGE from the cassette. Initially it would come with the regular BASIC on cassette with other SYSTEMS available later.

LET US KNOW WHAT YOU THINK!!

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0 PRINT "HERE IS A GOOD PROGRAM SUBMITTED BY JIM CLATFELTER"
1 PRINT "WITH IT YOU CAN SEE HOW TO CHANGE STRINGS WITH IN YOUR"
2 PRINT "PROGRAM."                                     THANKS JIM"
4 PRINT "HIT RETURN TO CONTINUE": INPUT Z
5 FOR I=0 TO 15: PRINT : NEXT : REM CLEAR SCREEN
10 POKE 4096/2: POKE 4096/2: REM HOME CURSOR
15 DIM TEXT$(2,0),NULL$(1,31),BAD$(1,31),NEW$(1,31)
20 PRINT "ENTER ONE LINE OF TEXT MAXIMUM": PRINT : INPUT TEXT$(0,0): PRINT :T=
LEN (TEXT$(0,0))
25 INPUT "DELETE",BAD$(0,0): PRINT :B= LEN (BAD$(0,0))
30 INPUT "INSERT",NEW$(0,0): PRINT :N= LEN (NEW$(0,0))
35 PRINT : PRINT SPC (16-T/2);TEXT$(0,0): PRINT : REM   CENTERS TEXT
40 TEXT$(1,0)=TEXT$(0,0):TEXT$(3,0)=TEXT$(0,0)
45 FOR I=T-1 TO 0 STEP -1:TEXT$(1,I+B)="": IF TEXT$(1,I)=BAD$(0,0) THEN J=I:J=0
50 NEXT I: REM   FINDS BAD* IN TEXT*, BEGINS SEARCH WITH LAST CHARACTER IN T
EXT*
55 IF BAD$(0,0)=TEXT$(1,J) THEN TEXT$(0,J)=NEW$(0,0):TEXT$(0,J+N)=TEXT$(0,J+B):
TEXT$(0,T-B+N)=NULL$(0,0)
60 T= LEN (TEXT$(0,0)): REM   NEW LEN
65 PRINT SPC (16-T/2);TEXT$(0,0): REM   CENTERS NEW TEXT
70 PRINT : PRINT
75 REM   WITH THIS PROGRAM YOU CAN DELETE AND/OR INSERT CHARACTERS
80 REM   TEXT$(2,0) IS NOT USED: IT IS NEEDED TO HOLD EXTRA CHARACTERS FORCED I
NTO IT FROM TEXT$(1,0) IN LOOP ON LINE 45

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0 CALL 17046
1 PRINT "HERE IS A PROGRAM SUBMITTED BY AL KREMER"
2 PRINT "IT IS A GOOD EXAMPLE OF HOW SIMPLE A PROGRAM CAN"
3 PRINT "BE YET STILL BE FUNCTIONAL"
4 PRINT "THANKS AL"
5 INPUT "HIT RETURN TO CONTINUE",Z
7 REM   MILEAGE COMPARISON SUBMITTED BY AL KREMER
10 INPUT "MILES DRIVEN ",A
20 INPUT "MILES PER GALLON ON LEADED FUEL ",B
30 INPUT "MILES PER GALLON ON UNLEADED FUEL ",C
40 INPUT "COST OF LEADED FUEL ",D
50 INPUT "COST OF UNLEADED FUEL ",E
60 F=A/B*D
70 G=A/C*E
80 PRINT "COST OF TRIP WITH LEADED FUEL ",F
90 PRINT "COST OF TRIP WITH UNLEADED FUEL ",G
100 H=G-F
110 PRINT "DIFFERENCE IN TOTAL COST ",H
115 INPUT "MORE CALCULATIONS (1=YES)",K
120 IF K=1 THEN 10

```

Basic Box

First thing is a hint from ERNEST E SMITH. He has found that you can use a comma (,) in place of the (TO) in the FOR command. Examples: FOR I=1 TO 10 IS THE SAME AS FOR I=1, 10

Next for those out there needing a routine to round off DOLLAR amounts here is a small routine showing how!!!!

```
90 INPUT "AMOUNT = ",P: REM ENTER DOLLARS & CENTS 1.095
100 P=P/100: IF P= INT (P)>.5 THEN P= INT (P)+1
101 P= INT (P):P=P/100
110 PRINT USING "$*****.00",P
120 GOTO 90
```

Notice that in line 110 I used the PRINT USING form to allow suppression of the trailing ZERO's.

Next I will cover the commands needed to draw in LOW RES!!!!!!

Please refer to your APF BASIC Language Manual page 14 & 15. This shows all of the shapes and colors available.

1. COLOR = This defines the color to be used. The color will not change until you issue another COLOR command.

Format = COLOR= Color #
 COLOR=5

2. SHAPE = This defines the shape to be used. It also will not change until another SHAPE command is issued.

Format = SHAPE= Shape #
 SHAPE=13

3. PLOT = This is used to place one shape on the screen.

Format = PLOT Col #, Row #
 PLOT 10,8

4. HLIN = This one will draw a horizontal line on the screen.

Format = HLIN Starting col #, Ending col #, Row #
 HLIN 10,20,6

5. VLIN = Here you will draw a vertical line.

Format = VLIN Starting row #, Ending row #, Col #
 VLIN 0,15,10

Here is a program to show you the basic usage of the commands. It also shows how to use VARIABLES in the commands.....

```
10 FOR Z=0, 15
15 SHAPE=Z: CALL 17046
20 FOR I=0, 7
30 COLOR =I
40 HLIN I,31-I,1
50 HLIN I,31-I,15-I
60 VLIN I,15-I,I
70 VLIN I,15-I,31-I
80 NEXT I
90 NEXT Z
100 GOTO 10
```

```

0 CALL 17046
1 PRINT "HERE IS ANOTHER GREAT GAME WRITTEN IN BASIC BY ONE OF THE"
2 PRINT "CLUB MEMBERS AND SHOWS WHAT CAN BE DONE IF YOU PUT YOUR"
3 PRINT "MIND AND TIME TO IT...."
4 PRINT "THANKS FOR THE PROGRAM      DANNY"
5 PRINT "HIT RETURN TO CONTINUE": INPUT Z
10 REM      "MEMORY GAME BY DANNY LOUIE"
20 POKE 24570,30: CALL 17046
30 POKE 40960,2: POKE 40961,0
40 PRINT TAB (6); "M E M O R Y   G A M E       "
50 REM      *** YOU DON'T HAVE TO TYPE IN THE INSTRUCTIONS.
60 REM      *** BUT IT WILL MAKE THE PROGRAM LOOK NICER.
70 REM      *** A COLOR TV IS RECOMMENDED, BUT A B/W WORKS TOO.
80 PRINT "IN THIS GAME, THE COMPUTER WILL RANDOMLY FLASH ON THE SCREEN
90 PRINT "ONE OF THE NINE COLOR BOXES AND ITS NUMBER, ONE AT A TIME. YOU "
95 PRINT "YOU THEN TRY TO REPEAT THE PAT-  TERN BY PRESSING THE CORRECT "
100 PRINT "KEY ON THE LEFT JOYSTICK. IF  YOU ARE CORRECT, THE COMPUTER "
105 PRINT "WILL FLASH THE BOX AGAIN AND  ADD ANOTHER BOX, AS THE LENGTH "
110 PRINT "OF THE BOXES INCREASE, YOU WILL FIND THAT IT WILL BECOME MORE "
115 PRINT "DIFFICULT TO REMEMBER.                PRESS RETURN."
120 IF KEY$ (0)="" THEN 120
125 CALL 17046: POKE 40960,2: POKE 40961,0
130 PRINT TAB (6); "M E M O R Y   G A M E       ": PRINT "
      "      32 SPACES.
135 PRINT "WHEN YOU HAVE CHOSEN THE WRONG BOX, YOU LOSE AND WILL BE ASKED
140 PRINT "TO PLAY AGAIN. HOWEVER, IF YOU  HAVE SUCCESSFULLY REPEATED THE "
145 PRINT "PATTERN GIVEN BY THE COMPUTER  AT 15 BOXES BEFORE YOU ARE DE- "
150 PRINT "FEATED, YOU GET A "EXTRA LIFE." WITH THIS HELPFUL FEATURE, YOU "
155 PRINT "GET ANOTHER CHANCE TO FINISH UP THE PATTERN. YOU WIN WHEN YOU "
160 PRINT "HAVE COMPLETED ALL 40 BOXES!!!"
165 PRINT "                                (PRESS RETURN)"
170 IF KEY$ (0)="" THEN 170
175 CALL 17046: POKE 40960,2: POKE 40961,0
180 PRINT TAB (6); "M E M O R Y   G A M E       "
190 REM      *** RED BOX ***
200 FOR I=847 TO 872: POKE I,179: NEXT
205 FOR I=905 TO 969 STEP 32: POKE I,191: NEXT
210 FOR I=1000 TO 995 STEP -1: POKE I,188: NEXT
215 FOR I=960 TO 898 STEP -32: POKE I,191: NEXT
220 GOSUB 700
230 REM      *** BLUE BOX ***
235 FOR I=877 TO 880: POKE I,163: NEXT
240 FOR I=915 TO 979 STEP 32: POKE I,175: NEXT
245 FOR I=1010 TO 1005 STEP -1: POKE I,172: NEXT
250 FOR I=972 TO 908 STEP -32: POKE I,175: NEXT
260 GOSUB 700
270 REM      *** AQUA BOX ***
275 FOR I=807 TO 890: POKE I,211: NEXT
280 FOR I=925 TO 989 STEP 32: POKE I,223: NEXT
285 FOR I=1020 TO 1015 STEP -1: POKE I,220: NEXT
290 FOR I=982 TO 918 STEP -32: POKE I,223: NEXT
300 GOSUB 800
310 REM      *** YELLOW BOX ***
315 FOR I=707 TO 712: POKE I,147: NEXT
320 FOR I=745 TO 809 STEP 32: POKE I,159: NEXT
325 FOR I=840 TO 825 STEP -1: POKE I,156: NEXT

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775 FOR I=882 TO 738 STEP -32: POKE I,159: NEXT
780 GOSUB 850
790 REM *** GREEN BOX ***
800 FOR I=717 TO 732: POKE I,131: NEXT
810 FOR I=755 TO 819 STEP 32: POKE I,145: NEXT
820 FOR I=850 TO 845 STEP -1: POKE I,140: NEXT
830 FOR I=812 TO 738 STEP -32: POKE I,145: NEXT
840 GOSUB 900
850 REM *** WHITE BOX ***
860 FOR I=727 TO 732: POKE I,195: NEXT
870 FOR I=765 TO 829 STEP 32: POKE I,207: NEXT
880 FOR I=860 TO 855 STEP -1: POKE I,204: NEXT
890 FOR I=822 TO 750 STEP -32: POKE I,207: NEXT
900 GOSUB 950
910 REM *** PURPLE BOX ***
920 FOR I=547 TO 552: POKE I,227: NEXT
930 FOR I=585 TO 649 STEP 32: POKE I,239: NEXT
940 FOR I=680 TO 675 STEP -1: POKE I,236: NEXT
950 FOR I=642 TO 578 STEP -32: POKE I,239: NEXT
960 GOSUB 1000
970 REM *** AQUA BOX ***
980 FOR I=557 TO 562: POKE I,211: NEXT
990 FOR I=595 TO 659 STEP 32: POKE I,223: NEXT
1000 FOR I=690 TO 685 STEP -1: POKE I,220: NEXT
1010 FOR I=652 TO 589 STEP -32: POKE I,223: NEXT
1020 GOSUB 1050
1030 REM *** ORANGE BOX ***
1040 FOR I=567 TO 572: POKE I,245: NEXT
1050 FOR I=605 TO 669 STEP 32: POKE I,255: NEXT
1060 FOR I=700 TO 695 STEP -1: POKE I,252: NEXT
1070 FOR I=662 TO 590 STEP -32: POKE I,255: NEXT
1080 GOSUB 1100
1090 MUSIC "103050*13 50*10000":X=100: GOSUB 1150: GOTO 1200
1100 : AQUA "1" - RED CENTER
1110 POKE 700,120: POKE 901,220: POKE 902,210: POKE 903,120
1120 POKE 912,120: POKE 913,120: POKE 914,210: POKE 915,120
1130 POKE 964,209: POKE 965,211: POKE 966,219: POKE 967,211
1140 MUSIC "100":X=25: GOSUB 1150
1150 COLOR =3: SHAPE =15: HLIN 3,0,12
1160 HLIN 3,0,17: HLIN 3,0,14
1170 RETURN
1180 : ORANGE "2" - BLUE CENTER
1190 POKE 910,241: POKE 911,252: POKE 912,252: POKE 913,242
1200 POKE 942,120: POKE 943,243: POKE 944,243: POKE 945,240
1210 POKE 974,245: POKE 975,243: POKE 976,243: POKE 977,242
1220 MUSIC "200": GOSUB 1150
1230 COLOR =0: HLIN 13,0,12
1240 HLIN 13,10,13: HLIN 13,10,14
1250 RETURN
1260 : YELLOW "3" - AQUA CENTER
1270 POKE 920,140: POKE 921,156: POKE 922,156: POKE 923,146
1280 POKE 952,120: POKE 953,156: POKE 954,156: POKE 955,146
1290 POKE 984,145: POKE 985,147: POKE 986,147: POKE 987,152
1300 MUSIC "300": GOSUB 1150
1310 COLOR =0: HLIN 23,20,12

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```

830 HLIN 23,28,13: HLIN 23,28,14
835 COLOR =0: HLIN 23,28,12
840 RETURN
850 : GREEN '4' - YELLOW CENTER
855 POKE 740,133: POKE 741,128: POKE 742,129: POKE 743,128
860 POKE 772,133: POKE 773,131: POKE 774,135: POKE 775,138
865 POKE 884,128: POKE 885,128: POKE 886,133: POKE 887,128
870 MUSIC "400": GOSUB 1150
875 COLOR =1: HLIN 3,8,7
880 HLIN 3,8,8: HLIN 3,8,9
890 RETURN
900 : WHITE '5' - GREEN CENTER
905 POKE 750,197: POKE 751,204: POKE 752,204: POKE 753,200
910 POKE 782,196: POKE 783,204: POKE 784,204: POKE 785,194
915 POKE 814,193: POKE 815,195: POKE 816,195: POKE 817,200
920 MUSIC "500": GOSUB 1150
925 COLOR =2: HLIN 13,18,7
930 HLIN 13,18,8: HLIN 13,18,9
940 RETURN
950 : PURPLE '6' - WHITE CENTER
955 POKE 760,128: POKE 761,250: POKE 762,256: POKE 763,128
960 POKE 792,229: POKE 793,225: POKE 794,236: POKE 795,226
965 POKE 824,228: POKE 825,235: POKE 826,227: POKE 827,232
970 MUSIC "600": GOSUB 1150
975 COLOR =4: HLIN 23,28,7
980 HLIN 23,28,8: HLIN 23,28,9
990 RETURN
1000 : ORANGE '7' - PURPLE CENTER
1005 POKE 580,244: POKE 581,252: POKE 582,252: POKE 583,250
1010 POKE 612,128: POKE 613,128: POKE 614,246: POKE 615,128
1015 POKE 644,128: POKE 645,246: POKE 646,128: POKE 647,128
1020 MUSIC "700": GOSUB 1150
1025 COLOR =6: HLIN 3,8,2
1030 HLIN 3,8,3: HLIN 3,8,4
1040 RETURN
1050 : RED '8' - AQUA CENTER
1055 POKE 590,177: POKE 591,188: POKE 592,188: POKE 593,178
1060 POKE 622,177: POKE 623,188: POKE 624,188: POKE 625,178
1065 POKE 654,180: POKE 655,179: POKE 656,179: POKE 657,184
1070 MUSIC "800": GOSUB 1150
1080 COLOR =5: HLIN 13,18,2
1085 HLIN 13,18,3: HLIN 13,18,4
1090 RETURN
1100 : BLUE '9' - ORANGE CENTER
1105 POKE 600,161: POKE 601,172: POKE 602,172: POKE 603,162
1110 POKE 632,164: POKE 633,163: POKE 634,163: POKE 635,170
1115 POKE 664,128: POKE 665,128: POKE 666,128: POKE 667,170
1120 MUSIC "900": GOSUB 1150
1125 COLOR =7: HLIN 23,28,2
1130 HLIN 23,28,3: HLIN 23,28,4
1140 RETURN
1150 FOR I=0 TO X: NEXT I: RETURN
1200 DIM I$(1),S(40)
1210 N=1:T=0:EX=0: REM EX=EXTRA CHANCE
1250 REM ADD NEW BOX

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1255 IF T=40 THEN T=000
1260 T=T+1
1270 S(N)=INT ( RND (0)*9+1)
1280 IF S(N)=S(N-1) THEN 1270
1300 REM START PATTERN
1310 FOR N=1 TO T: GOSUB 1500: NEXT N
1350 REM COPY PATTERN
1360 FOR N=1 TO T: X=0
1370 K=KEY$ (2):X=X+1: IF X=40 THEN 1460
1380 IF K#"" THEN 1370
1390 IF ASC (K)-48<S(N) THEN 1450
1400 REM RIGHT BOX
1410 GOSUB 1500: NEXT N
1420 IF T=15 THEN EX=1: GOSUB 3000: GOTO 1255
1430 CALL 17004: GOTO 1255
1450 REM WRONG NOTE
1460 SUB=S(N):S(N)=ASC (K)-48: GOSUB 1500
1465 POKE 640,128: POKE 672,128: POKE 704,128: POKE 736,128
1465 POKE 768,128: POKE 800,128: POKE 832,128
1470 MUSIC ":-*77-*77-*77-*77-*77-*77-*77-*77"
1475 IF EX=1 THEN EX=0: X=50: GOSUB 1150: S(N)=SUB: GOTO 1380
1480 N=T: NEXT N: POKE 40960,0: POKE 40961,0: INPUT "WANT ANOTHER CHANCE (YES=1)
":A
1490 IF A=1 THEN 1600
1495 CALL 17004: PRINT " CHICKEN!!!!!!!!!!": MUSIC "/10000,000000000000000000"
: STOP
1500 REM SUBROUTINE TO DISPLAY BOXES
1510 ON S(N) GOTO 700,750,800,850,900,950,1000,1050,1100
1520 POKE 40960,0: POKE 40961,0: PRINT TAB (6);"M E M O R Y   G A M E   ": G
OTO 450
1530 REM EXTRA CHANCE ROUTINE
1540 POKE 640,106: POKE 672,69: POKE 704,99: POKE 736,04: POKE 768,82: POKE 800
,65: POKE 832,106
1550 MUSIC "30000000000000400000": RETURN
1600 REM THIS PART IS FOR THOSE WHO SUCCESSFULLY REPEATED ALL 40 BOXES!!!!
CONGRATULATIONS!!!!!!!!!!
1610 FOR I=0 TO 15: SHAPE =15: COLOR =1
1620 MLIN 0,71,1: CALL 17004: NEXT I
1630 CALL 17004: POKE 40960,0: POKE 40961,0
1640 PRINT : PRINT : PRINT : PRINT
1650 PRINT " CONGRATULATIONS!!!! YOU ARE ONE OF THE VERY FEW WHO HAS "
1660 PRINT "MADE IT THIS FAR (UNLESS YOU HAD THE PATTERN WRITTEN DOWN!!)"
1670 PRINT : PRINT : PRINT " P.S. - MAYBE YOU COULD SEND YOUR BRAIN TO SC
IENCE???? "
1680 PRINT : PRINT "TO PLAY AGAIN, TYPE IN 'RUN'. ": END

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```

@ REM "SEE END OF PROGRAM LISTING"
1 DIM H$(1),NA$(2,20),NULL$(20): GOTO 700
2 POKE 24578,38
3 TIME=200: POKE 40960,2
4 SHAPE =15: COLOR =2
5 HLINE 0,31,1: HLINE 0,31,7: VLINE 1,15,0: VLINE 1,15,31
6 HLINE 0,31,15
7 B= INT ( RND (1)*32): IF B=0 THEN B=1
8 IF B=1 THEN B=30
9 POKE 960+B,255
10 A=576+31:B=576+64
11 POKE A,159: POKE B,159
12 A=A-1:B=B+1: IF KEY$(2)<>" THEN 100
13 IF FLAG=1 THEN 109
14 IF A=575 THEN A=576+31:B=576+64
15 TIME=TIME-.15:D= INT (TIME): POKE 40961,16: PRINT "TIME = ";D
16 IF TIME<=0 THEN 400
17 IF KEY$(1)<>" THEN POKE 40960,0: STOP
18 POKE A,120: POKE B,126
19 GOTO 17
200 IF KEY$(2)<>" THEN 100
201 FLAG=1
202 X=B+32: POKE X,40: POKE X,159
203 POKE X,159
204 X=X+32:P= PEEK (X): IF P=255 THEN 200
205 IF X>1020 THEN FLAG=0: POKE X-32,159: CALL 17033: CALL 17033: CALL 17033
206 CALL 17033
207 POKE X,40
208 IF P=159 THEN POKE X,159: POKE X+32,40: POKE X+32,159:FLAG=0: CALL 17030:
GOTO 20
209 GOTO 25
210 FLAG=0
211 POKE X,198
212 CALL 17004: CALL 17004: CALL 17004
213 SC=SC+1
214 POKE 40960,2: POKE 40961,0: PRINT "SCORE = ";D
215 GOTO 4
216 MUSIC "75757575757575"
217 IF SC=HS(1) THEN 200
218 NA$(2,0)=NULL$: GOTO 700
219 HS(1)=SC:NA$(1,0)=NULL$:NA$(1,0)=NA$(2,0):NA$(2,0)=NULL$
220 CALL 17046: POKE 40960,2: PRINT "B O M B S A W A Y"
221 PRINT : PRINT : PRINT "H I G H S C O R E R I S"
222 PRINT : PRINT NA$(1,0),"SCORE= ";HS(1)
223 SC=0
224 FOR J=0 TO 19:NULL$(J)="": NEXT J
225 MUSIC "/7 2 2 1 /7 /6 /7 1 +1 2 3 5 5 6 5 3 2"
226 PRINT : INPUT "ENTER NAME",NA$(2,0)
227 CALL 17046: PRINT "USE # 2 JOYSTICK TO DROP BOMB"
228 FOR I=1 TO 300: NEXT I
229 COLOR =1: SHAPE =15
230 FOR I=0 TO 15: HLINE 0,31,I: NEXT I
231 GOTO 2
232 REM "HERE IS A GOOD PROGRAM FOR THE BEGINNER OR THE EXPERT"
233 REM "PROGRAMMER TO PLAY WITH. SEE WHAT YOU CAN DO WITH IT."
234 REM "I AM SORRY BUT DUE TO A SLIP UP IN THE BOOKKEEPING I"
235 REM "CAN'T FIND THE NAME OF THE AUTHOR, SO THANKS A LOT"
236 REM "TO WHOM EVER IT IS"

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1 REM "HERE IS A PROGRAM SUBMITTED BY CHUCK CLANCY WHICH"
2 REM "YOU SHOULD HAVE FUN WITH."
3 POKE 24578,38: CALL 17846: GOTO 480
10 INPUT A
11 POKE 58,0
20 INPUT B
30 INPUT C
40 D= INT (A/256)
50 E=A-(D*256)
60 POKE 188,D: POKE 181,E
90 POKE 182,B
120 POKE 184,C
130 FOR I=1 TO 15: CALL 48866: POKE 58,0: NEXT I
140 GOTO 10
480 PRINT "SOUND GENERATOR TIMER"
491 PRINT : PRINT "ENTER THREE VALUES TO SET LOOPS"
492 PRINT "VALUE 1 CAN BE UP TO 65535,BUT"
493 PRINT "THAT WILL TAKE ALL DAY TO RUN"
494 PRINT "1000 IS A BETTER TOP END"
495 PRINT : PRINT "2 & 3 SET TO 255 MAX"
496 PRINT "THE MACHINE ROUTINE IS IN DATA"
497 PRINT "STMTS LOADED TO MEM AT 48000"
498 PRINT "AND CALLED IN A LOOP"
499 PRINT "SPACE RESERVED IN PROGRAM FOR"
510 PRINT "AN EXTRA ROUTINE TO SHIFT THE"
511 PRINT "COUNTS IN LOCNS 188-185"
513 PRINT "PRESS RTN"
515 IF KEY$ (0)="" THEN 415
520 IF KEY$ (0)="/" THEN 420
522 CALL 17846
525 POKE 48960,2: POKE 48961,576
530 PRINT "L O A D I N G N O W"
540 FOR I=48000 TO 48128
545 READ A: POKE I,A
550 NEXT I
555 CALL 17846
560 MUSIC "757575"
565 GOTO 10
590 DATA 15,182,57,3,136,8,183,32,3,14,57,124,0,58,254,0,108,9,148,0,0,38,258,5
7,182,0
595 DATA 182,74,129,0,38,251,57,246,0,184,98,193,0,238,251,57,182,0,58,129,255,
58,18,183
610 DATA 0,48,57,1,1,1,1,1,1,1,1,57,1,1,57,141,188,182,0,58,129,255,39,28,141
,198,1,141,176,141,198
615 DATA 141,172,141,287,141,168,126,187,194,1,1,1,1,1,1,1,57

```

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3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

***** Lonesome computers

---Check here if you do not want this information published!!!

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city=_____#

state=_____#

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